PHILIPS VIDEOPAC 17

Chinese logic
Logique chinoise
Chinese logica
Chinesische Logik
Logica cinese
Kinesisk logik
Logica china

PHILIPS

ENGLISH

This Videopac is one of a whole range for use with the Philips Videopac Computer G7000. They provide entertainment, excitement and education for all the family. Ensure that the Videopac Computer has been set up properly, then turn to Page 3.

DEUTSCH

Diese Videopac-Cassette gehört zu einer ganzen Reihe von Cassetten für den Philips Videopac Computer G7000. Sie bringen der ganzen Familie Unterhaltung, Vergnügen und 'Lernen mit Spaß' ins Haus. Überzeugen Sie sich, daß der Videopac Computer richtig angeschlossen ist und lesen Sie weiter auf Seite 5.

FRANÇAIS

Cette cartouche Videopac fait partie d'une gamme complète de cartouches utilisables avec le Videopac Computer Philips G7000. Elles permettent à toute la famille de se distraire, de s'amuser, et de s'instruire. S'assurer que le Videopac Computer a été correctement installé puis se reporter page 7.

NEDERLANDS

Dit Videopac is er een uit een uitgebreide serie, dat gebruikt kan worden in combinatie met de Philips Videopac Computer G7000. Zij vormen een bron van vermaak, spanning en educatie voor het hele gezin. Zorg ervoor, dat uw Videopac Computer goed is aangesloten. Volg daarna de instructies op pagina 9.

ITALIANO

Questa Videopac è una della vasta gamma di Videopacs per utilizzare il Videopac Computer G7000 Philips. Divertente, spettacolare e anche educativo per tutta la famiglia. Assicurati che il Videopac Computer è veramente cosí e gira a Pagina 11.

ENGLISH

Chinese logic
(1 player) Press RESET
next press key 0

The screen shows a pattern of tracks, leading from point "A" to three other points marked "B", "C" and "D".

At point "A" you see the figures 9 to 0.

It is up to you now to move them all to point "D" in that same descending order. To do so you will have to shift them around, "parking" the various figures temporarily at "B", "C" etc. You may even have to move them back again to "A". There's a built-in handicap: if you have one or more figures parked at any of the stations, you may only move another figure to that station if the new arrival is a lower figure than the last one parked at that particular point. The computer will actually refuse your instructions in such a case.

The figures are moved by first pressing the letter key where the figure is and next press the letter key where you want it to move to. For example: first press key "A", next press key "B" and the zero will slide to station "B" etc. You can change your mind after pressing one key by pressing the "clear" key.

Try and match the minimum number of moves indicated by the computer. It keeps track for you of the number of moves you have made as well as the time you spent playing.

This game has a number of varieties. What it amounts to is that the access to station "D" has been blocked so you only have stations "A", "B" and "C" left.

You may choose the number of figures that have to be moved from "A" to "B" or "C".

Each time a game is finished, press RESET (△), 'SELECT GAME' is shown on the screen. Now:

(a) Select another game.

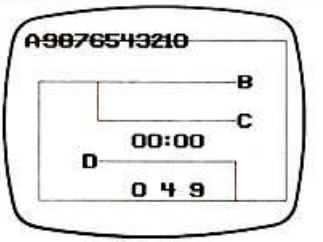
Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box.
Refer now to Instructions for Use of the next Videopac.

Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

Check procedure
If you suspect a fault in the equipment follow this procedure (with a Videopac installed).
Press RESET (△). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen. If not, ensure that the equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

Press "Reset", next press key 2
for two figures
minimum number of moves: 3
Press "Reset", next press key 3
for three figures
minimum number of moves: 7
Press "Reset", next press key 4
for four figures
minimum number of moves: 15
Press "Reset", next press key 5
for five figures
minimum number of moves: 31
Press "Reset", next press key 6
for six figures
minimum number of moves: 63
Press "Reset", next press key 7
for seven figures
minimum number of moves: 127
Press "Reset", next press key 8
for eight figures
minimum number of moves: 255
Press "Reset", next press key 9
for nine figures
minimum number of moves: 511

The computer keeps track of the number of moves you have made.

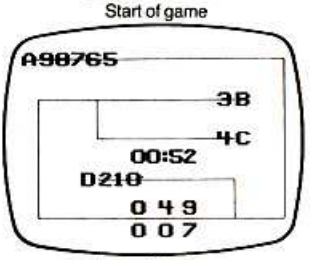


Start of game

Figures to be moved to station B, C or D

Time elapsed

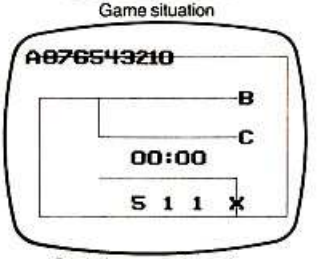
Minimum number of moves



Game situation

Time elapsed

Number of moves made



Start of game variety with
9 figures and 3 stations only

Access to station D is blocked.
Minimum number of moves . . . 511!

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